APPENDIX C

```
nam spac System.St rage
 public abstract class FindResult : IAsyncObjectReader
  public FindResult();
  // Moves the FindResult to the next position in the result.
  public bool Read();
  public | AsyncResult BeginRead( AsyncCallback callback, object state );
  public bool EndRead( IAsyncResult asyncResult );
  // The current object.
  public object Current {get;}
  // Returns whether or not the FindResult contains any objects.
  public bool HasResults {get;}
  // Returns whether or not the FindResult is closed.
  public bool IsClosed {get;}
  // Returns the type of items in this FindResult.
  public Type ObjectType {get;}
  // Closes the FindResult
  public void Close();
  void IDisposable.Dispose();
  // Returns an enumerator over the FindResult, starting at the current position. Advancing
  // any enumerator on the FindResult advances all enumerators as well as the FindResult
  // itself.
  IEnumerator IEnumerable.GetEnumerator();
  public FindResultEnumerator GetEnumerator();
 public abstract class FindResultEnumerator: IEnumerator, IDisposable
  public abstract object Current { get; }
  public abstract bool MoveNext();
  public abstract void Reset();
  public abstract void Close();
  void IDisposable.Dispose();
 }
}
namespace System
```

```
// A common interface for iterating over objects.
public interface IObj ctR ad r: IEnumerable, IDisposabl
{

object Current {get;}
bool IsClosed {get;}
bool HasResults {get;}
Type ObjectType {get;}

bool Read();
void Close();
}

// Adds asynchronous methods to IObjectReader
public interface IAsyncObjectReader : IObjectReader
{

IAsyncResult BeginRead( AsyncCallback callback, object state );
bool EndRead( IAsyncResult result );
}
```

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